

EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
S32	2	"6346956".pn.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/05/26 17:59
S33	1210	345/473.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/05/26 17:59
S34	392	345/474.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/05/26 17:59
S35	149	345/475.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/05/26 17:59
S36	3	345/473.ccls. and (behavior same emotion same learning)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/05/26 17:59
S37	9	345/473.ccls. and (behavior and emotion and learning and character)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/05/26 17:59
S38	1065	345/473.ccls. and (character or actor avatar or man or woman or human or people or person or animal or player or performer or figure)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/05/26 17:59
S39	631	S38 and (behave or behavior or act or attitude or demeanor or ethics or etiquette or habits or morals or nature or tone)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/05/26 17:59

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S40	362	S39 and (emotion or feeling or happiness or responsiveness or drama or spirit or affection)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/05/26 17:59
S41	215	S39 and (learn\$3 or attain or taught or train\$2 or teach\$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/05/26 17:59
S42	132	S41 and (virtual or "artificial intelligence" or "AI" or (simulated near3 environment) or "VR")	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/05/26 17:59
S43	0	(345/474.ccls. or 345/475.ccls.) and (behavior same emotion same learning)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/05/26 17:59
S44	447	(345/474.ccls. or 345/475.ccls.) and (character or actor avatar or man or woman or human or people or person or animal or player or performer or figure)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/05/26 17:59
S45	247	S44 and (behave or behavior or act or attitude or demeanor or ethics or etiquette or habits or morals or nature or tone)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/05/26 17:59
S46	146	S45 and (emotion or feeling or happiness or responsiveness or drama or spirit or affection)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/05/26 17:59
S47	1065	345/473.ccls. and (character or actor avatar or man or woman or human or people or person or animal or player or performer or figure)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/05/26 17:59

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S48	631	S47 and (behave or behavior or act or attitude or demeanor or ethics or etiquette or habits or morals or nature or tone)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/05/26 17:59
S49	215	S48 and (learn\$3 or attain or taught or train\$2 or teach\$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/05/26 17:59
S50	132	S49 and (virtual or "artificial intelligence" or "AI" or (simulated near3 environment) or "VR")	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/05/26 17:59
S51	134	S46 not S50	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/05/26 17:59
S52	149	345/475.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/05/26 17:59
S53	7	345/956.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/05/26 17:59
S54	8	345/957.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/05/26 17:59
S55	28	("virtual character" same "virtual environment")	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/05/26 17:59

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S56	938	("interface" or "UI" or "GUI" or (user near3 interact)) same ("virtual character" or "virtual environment")	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/05/26 17:59
S57	618	("interface" or "UI" or "GUI" or (user near3 interact)) with ("virtual character" or "virtual environment")	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/05/26 17:59
S58	4	("virtual character" same "virtual environment").clm.	US-PGPUB	OR	ON	2006/05/26 17:59
S59	8	(behavior same emotion same learning).clm.	US-PGPUB	OR	ON	2006/05/26 17:59
S60	93187	(character or actor avatar or man or woman or human or people or person or animal or player or performer or figure).clm.	US-PGPUB	OR	ON	2006/05/26 17:59
S61	1935	S60 and (virtual or "artificial intelligence" or "AI" or (simulated near3 environment) or "VR").clm.	US-PGPUB	OR	ON	2006/05/26 17:59
S62	13	S61 and ("interface" or "UI" or "GUI" or (user near3 interact)) with ("virtual character" or "virtual environment").clm.	US-PGPUB	OR	ON	2006/05/26 17:59